

From the Case Files of the

BLUE BOOK
DETECTIVE AGENCY



2nd level Encounter

Man's Best Friend

Rules for Dogs Inside
By Mark A Hunt

GANGBUSTERS™

Material based on
the work of
Rick Krebs



GANGBUSTERS™

Gangbusters rpg original concept Rick Krebs

Original System design Rick Krebs

Based on work by Rick Krebs and Mark Acres

Module GBE 2

Man's Best Friend

By Mark Hunt

...Everybody is waiting... The first noise – start of artificial “rabbit”, one second later: all 8 doors are opened and dogs are running like a wind to chase a lure... First one number 8, second one – number 1, than 3, 7... But everything could change before they cross middle of track... Go! Go! My lucky 2...”

This is the part of a series of modules after several decades for use with the GANGBUSTERS™ RPG rules. Joe's Diner is specially designed for the game judge who needs to get back up to speed with the system.

Gangbusters is a game that takes place in the Roaring 20's and early 1930's, essentially the Prohibition Era, of America. The focus of the game is on the Prohibition and the police/law enforcement struggle to control the streets and the halls of power. The player characters can take the roles of law enforcement, criminals, and other types of roles. The game is based in Lakefront City, ostensibly a fictional Chicago.

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Man's best friends

What You Will Need To Play

In order to use man's best friend you will need the GANGBUSTERS rule book, pencils, paper, two 10 sided dice and your imagination.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

This module is intended for use with the GANGBUSTERS rules. As an adventure module, it will also require one person to act as Judge.

Most of the action will take place near the race track. The information in this module is only for the Judge who will guide the players through the Game module. If you plan to participate in this module as a player, please stop reading now.

The Judge should not try to rush the action, but should let the adventure develop at its own pace. If the players are having fun with the minor characters that what this place is for. There are plenty of things the PCs can get involved in if they take the time to talk and get to know the NPCs.

Changing the Rules

As stated in the rules, the campaign game judge can modify any rules to handle special situations. The judge and players may decide to expand their campaign by adding rules to cover new character careers, animals, airplanes or anything else they decide they want. However, changes should be made only after extensive play with the rules as they are. Changes made by players who are not completely familiar with all the rules could seriously affect the game's balance, giving some characters great advantages over others.



New skill

Veterinary medicine

10,000xp

- **Trained only**

This is the decade when our culture became willing to spend money on the care of pets and veterinarians responded by building or converting their practices to include the treatment of dogs and even some cats. During the Great Depression, veterinarians start to treat companion animals in greater numbers, and small animal practices emerge in Lake Front City and other major cities. This is the medical equal for animals.

Skills modified

Finding Smuggled Goods — the ability to find smuggled goods which have been hidden in a car, truck, boat, airplane or other vehicle. A character without this skill will not find smuggled goods by searching normally. If a person has a trained dog to do this their skill is increased by 10% or they may use the dogs Observation score whichever is greater.

NPC information is given as follows:

Name-profession (age, ethnic background)
Level and Class
Skills (if any)
Arrest Record (if any) Ability Scores
History or Character Traits Weapons (if any)
Valuables Carried Vehicle Owned (if any)

Ability scores are abbreviated as follows:

MS = Muscle DR = Driving AG = Agility
PR = Presence OB = Observation LK =
Luck HP = Hit Points



Margret Vickers -housewife (age 36, Assimilated) Level 3 business woman.

MS=60, AG=30, OB=51, DR=41, PR=8, LK=45, HP=13

Her husband died in the war and left her to run the meat packing business he had started in Lake Front City. She almost knew nothing of the business but loved dogs, so when she got the chance she started breeding dogs and opened a race track.

The mob has left her alone so far, as they see this a chance to sell booze to the crowd and put the fix on a few races and using her as a front. The mob has been known to slip sleeping pills to dogs or even outright bribe people to not race on certain days.

She is trying to keep her tack from Dave morgan.



Vickers race track

Average business

The oval track and mechanical hare are maintained by Sam Harris and his grounds crew of four people.



Sam Harris-worker (age 27., Assimilated)

Level 1 Worker.

MS=23,AG=56,OB=58,DR=37,PR= 2,LK= 17,HP= 13

Sam is the main caretaker of the track and sleeps in a small room near the track.

He is a truly honest person.

Carries: \$10 in his wallet.



David Thomas Morgan -rich investor (age 28, Assimilated) Level 8 Businessman.

MS=78, AG=63, OB=98, DR=81, PR=9, LK=44, HP=20

David Thomas is something of a playboy. He is, nevertheless, extremely shrewd and has doubled the family fortune since he inherited it eight years ago. He pays no protection for any of the businesses he owns. He is a avid dog racer and is often found at the race tracks. David Thomas is usually accompanied by his chauffeur, Albert Mortimer; his personal secretary, Lisa Banse.

Carries: \$1000 in personal jewelry and \$200 in his wallet.

Owens: 1923 custom built Rolls Royce Limousine, top speed= 100 mph, hit points= 16, A / 8=4/ 2; 1922 custom built Mercedes Benz Sport Coupe, top speed= 120 mph, hit points= 15, A/ 8=4/ 2.

Albert Mortimer -chauffeur (age 37, English) Level 2 Worker.

MS=76, AG=95, OB=68, DR=82, PR=8, LK=19, HP=23

Albert is not a citizen of the U.S., he is a citizen of the British Empire. He acts more like a butler than a chauffeur -always proper and very British.

Carries: \$100 in his wallet.



Lisa Banse -private secretary (age 22, German) Level 5 Worker.

MS=13, AG=54, OB=93, DR=74, PR=9, LK=42, HP=12

Lisa is a second generation German-American. She is charming and intelligent, with a photographic memory that makes her an invaluable secretary. She speaks German, Dutch, French, and Italian fluently and translates for Morgan during meetings involving international business deals.

Carries: \$50 in her purse.

Other people you could meet

TOWNSPEOPLE

These are additional characters the Judge can use in the adventure (customers, off-duty workers, contacts, sources of information, and so on). Some have been given personality outlines, and the Judge is encouraged to outline the others.



Kit Baker -Tribune reporter (age 34, Assimilated) Level 3 Reporter.

Skills: Public Speaking 78, Disguise 91.

MS=43, AG=89, OB=96, DR=93, PR=6, LK=06, HP=18

Kit works for the Lakefront City Tribune. She had a rough time breaking into the world of crime reporting, but she has been very successful. While other reporters just cover the news, Kit lives it. She specializes in bootleggers and gun runners.

Carries: \$ 30 in her purse.

Mary Glen -housewife (age 32, Assimilated) Level 1 Housewife.

MS=50, AG=43, OB=31, DR=51, PR=8, LK=25, HP=13

Morgan Hunter –Dog Breeder (age 38, Assimilated) Level 4 Businessman.

MS=33, AG=39, OB=91, DR=64, PR=7, LK=17, HP=12

Tracy Davis -dock worker (age 42, Irish) Level 1 Worker. He will try to rob the track if he gets the chance. He is always losing his last dollar.

MS=65, AG=48, OB=58, DR=62, PR=4, LK=32, HP=14

Tom McMasters -Store manager (age 55, Assimilated) Level 1 Businessman.

MS=56, AG=61, OB=52, DR=42, PR=7, LK=34, HP=17

Carl Gates -boxer (age 22, Assimilated) Level 1 Boxer.

Carl is out of work and looking to find a new manager.

Skills: Boxing 64.

MS=78, AG=77, OB=64, DR=54, PR=4, LK=35, HP=23

Billy Crane -Bookie (age 22, Assimilated) Level 1 Gangster.

Skills: Bookmaking 54.

MS=46, AG=52, OB=65, DR=62, PR=7, LK=23, HP=13

Sue lou Brown -nurse (age 37 , Assimilated) Level 2 Nurse.

MS=45, AG=39, OB=67, DR=50, PR=5, LK=69, HP=15

Lost Dog



Mrs. Lynn Green -mobster (age 58, Assimilated)
Level 4 Criminal.

Skills: Lockpicking 68.

Record: none.

MS=40, AG=52, OB=57, DR=70, PR=5, LK=18,
HP=14

Mrs. Green keeps her lockbox key on her dog's collar. She is desperate to get her dog back at all cost. She has a PI looking but she may be looking for more direct action if she thinks the PCs can help. She will offer \$500 reward.

The key is to a lock box that holds \$5,650.

Weapons: .38 in her purse, knife tucked in her waist belt.

Carries: \$600 in jewels.



Dave Palmer -private investigator (age 28, Assimilated) Level 3 Private Investigator.

Skills: Stealth 82, Shadowing 79, Disguise 62.

MS=52, AG=67, OB=64, DR=77, PR=7, LK=38,
HP=17

Dave has been hired to find Mrs. Greens dog. He has tracked the dog to the local junkyard warehouse and is having a hard time getting access to the place. He is presently trying to infiltrating the warehouse.

He may call one of the PCs to work with him on the case and split the reward.

The warehouse is a meat packing plant.

Weapons: .44 revolver in his coat pocket.

Carries: \$30 in his wallet.

The dog is named Lucky.



Veterinary surgeon EE Ruebush

He pays \$10.00 a week to the mob for protection money. What the mob does not know is that he is also running a numbers game that is 10 blocks in size. He has a small safe build into the floor of the truck.

EE Ruebush – ex thug (age 28, Assimilated)
Level 3 Businessman.

MS=57, AG=78, OB=94, DR=86, PR=8, LK=26,
HP=19

EE Ruebush is an alias for Edgar James. Edgar learned his trade in the Great War where he worked with the mule teams pulling supplies to the trenches. He is a bit gun shy but will stand his ground to protect animals. He often is overlooked and considered soft by most. He is, nevertheless, extremely shrewd and has

doubled his fortune since he started running numbers. He has managed to keep his numbers racket away from the mob for the past year.

Carries: \$20 in personal jewelry and \$50 in his wallet.

Owns: 1923 custom built C cab truck

The truck has a small safe in the floor boards.

Truck, top speed= 80 mph, hit points= 14, A 4
B3

He has a trained German Shepard, Ben.

Ben sleeps in the truck over the safe

MS=43, AG=58, OB=78, LT=63, PR=6, LK=23,
HP=16

Trained to Guard, follow, sit, fetch and attack.

Dogs

Man's best friend. You know dogs.

What can a dog detect:

It is difficult to give precise rules for what a dog can and cannot detect. The following statements are guidelines only. The judge can modify them to deal with different situations.

The dog's senses include vision, hearing, sense of smell, sense of taste, touch and sensitivity to the earth's magnetic field.

Dogs will normally be able to detect anything that is in the same room they are trained to detect. Dogs who are outside on a city street will detect things within 150 feet and are able to follow a trail within 600 feet. So long as the trail is not washed away somehow. The dog can follow a trail that is up to 10 hours old on an observation check. The dog suffers a -10 modifier for every hour after the first ten.

Loyalty (LT)

A dog's devotion and intelligence can be an amazing thing, the animal may go days without eating or travel hundreds of miles to get to his master. This only needs to be checked once per incident. If a dog checks his loyalty to follow his master, it will do so at all cost. Loyalty may inspire a dog to defend a slain or wounded owner or even seek out help for his master.

Dog intelligence is the ability of the dog to perceive information and retain it as knowledge for applying to solve problems. Dogs have been shown to learn by inference. This means you can teach a dog to respond to a whistle, nod or even a slight hand wave.

In the 1920's there were three essential commands to teach a dog:

"lie down" (stay where you are).

"basket" (go over there).

"heel" (come with me).

This of course does not preclude an Npc or a Pc from coming up with new tricks. These are the common things a dog will be trained to do when you get it if it's not a pup. Some teach the dog to respond to their commands in a foreign language, such as a German, Italian or even Yiddish only commands.

Dogs do not drive but rather have the Loyalty score in its place.

The loyalty score

1. Is used to determine whether an animal will overcome its natural flight instinct when injured in a fight.
2. Is the Animal's percent chance to learn tricks after two weeks of instruction.
3. To get the number of tricks a dog can learn add together the dog's scores for loyalty and Observation. Divide this total by ten. If there is a remainder, add it to the final answer. The result is the max number of tricks the dog may learn.

When rolling up stats for a dog you can use this handy method below.

Large dogs

MS=40 + 3d10, AG=20+3d10, OB=d100, LT=d100, PR=d10, LK=d100

Medium Dogs

MS=30 + 3d10, AG=30+3d10, OB=d100, LT=d100, PR=d10, LK=d100

Small dogs

MS=10 + 3d10, AG=40+3d10, OB=d100, LT=d100, PR=d10, LK=d100

A player may invest 2,000 xp to improve a dog's loyalty by 5 points.

VICKERS GREYHOUND

Racing Association Ltd.
LAKE FRONT CITY

OPENING MEETING



At 7:30 p.m.
Each Friday



SIX RACES

Prize: \$50 First, \$ 20 Second
awarded for each event

DOG ENTRY FEE \$5.00

Judges: Karl Smitz, Tom Morgan, Bill Walters Sr.

Time keeper: Mr. E. W. Wilson



New Adventures for the Old School



CASE FILES OF THE **BLUE BOOK** DETECTIVE AGENCY



FOR USE WITH GANGBUSTERS
1920'S ROLE-PLAYING
ADVENTURE GAME



Based on Gang Busters written by Rick Krebs